

FIG.11A

FIG.11B

TEMPLATE FOR BUTTON INFORMATION

BUTTONxxx: yyy NAME="aaa" IMAGE="bbb" POSITION="ccc" EVENT="ddd" TEMPLATE FOR TEXT INFORMATION

TEXTeee: fff NAME="ggg" POSITION="hhh"

FIG.12A

BUTTON INFORMATION 1

BUTTON 1: ENABLED NAME=" MENU" IMAGE=" STAR" POSITION=" UPPER LEFT" EVENT=" DISPLAY MENU"

FIG. 12B

TEXT INFORMATION

TEXT 1: NORMAL NAME=" ANGLE SELECTION" POSITION=" UPPER CENTER"

FIG. 12C

BUTTON INFORMATION 2

BUTTON 2: ENABLED NAME=" 1" IMAGE=" OVAL" POSITION=" MIDDLE LEFT" EVENT=" ANGLE 1"

FIG.12D

BUTTON INFORMATION 3

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BUTTON 3: ENABLED NAME=" 2" IMAGE=" OVAL" POSITION=" MIDDLE RIGHT" EVENT=" ANGLE 2"

FIG. 12E

BUTTON INFORMATION 4

BUTTON 4: ENABLED NAME=" PREVIOUS" IMAGE=" LEFT ARROW" POSITION=" MIDDLE LOWER LEFT" EVENT=" SKIP BACK"

FIG. 12F

BUTTON INFORMATION 5

BUTTON 5: ENABLED NAME=" NEXT" IMAGE=" RIGHT ARROW" POSITION=" MIDDLE LOWER RIGHT" EVENT=" SKIP NEXT"

FIG. 12G

BUTTON INFORMATION 6

BUTTON 6: ENABLED NAME=" FAST-REWIND" IMAGE=" PENTAGONAL FIGURE POINTING LEFT" POSITION=" LOWER LEFT" EVENT=" FAST-REWIND"

FIG. 12H

BUTTON INFORMATION 7

BUTTON 7: ENABLED NAME=" FAST-FORWARD" IMAGE=" PENTAGONAL FIGURE POINTING RIGHT" POSITION=" LOWER RIGHT" EVENT=" FAST-FORWARD"

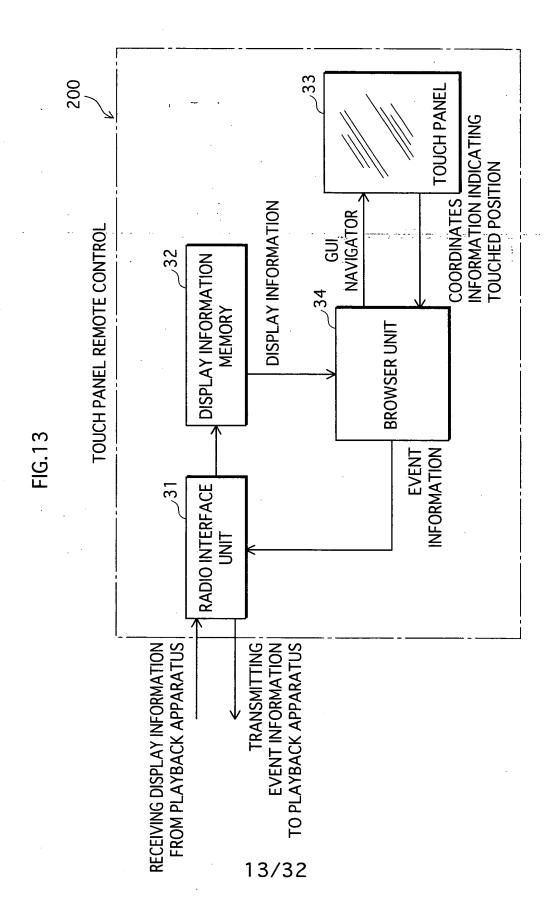
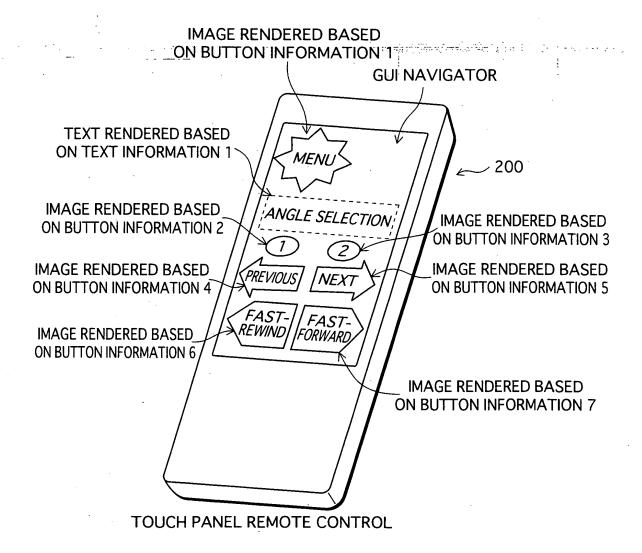
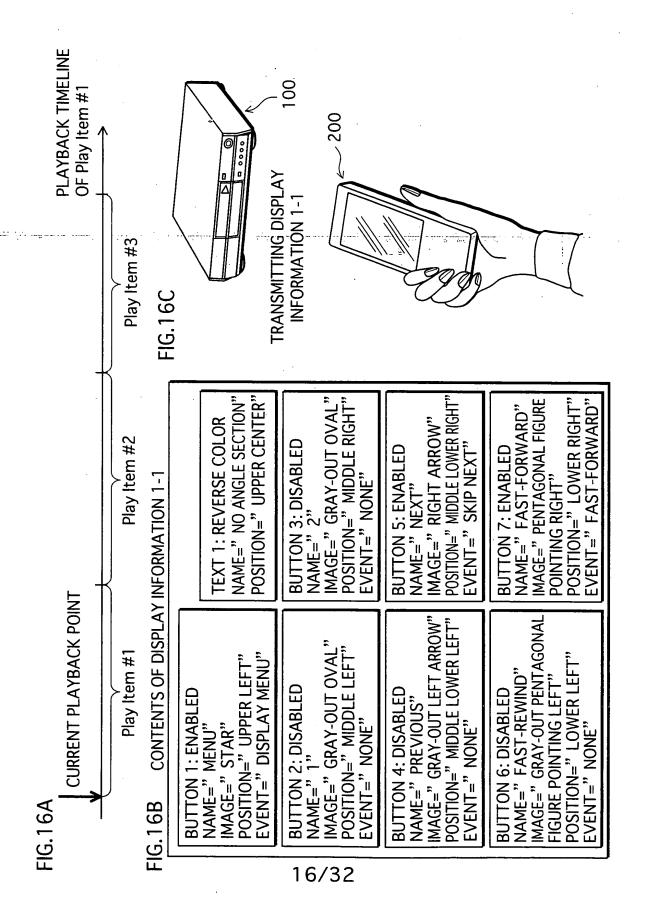
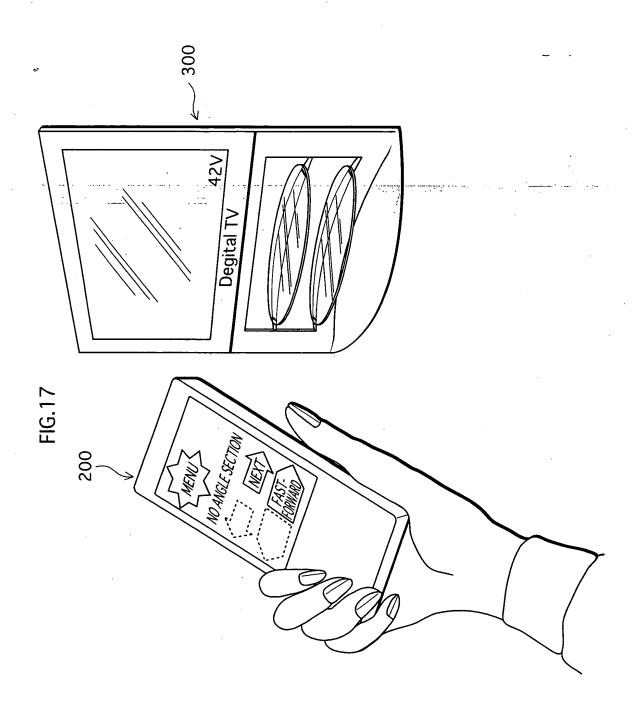


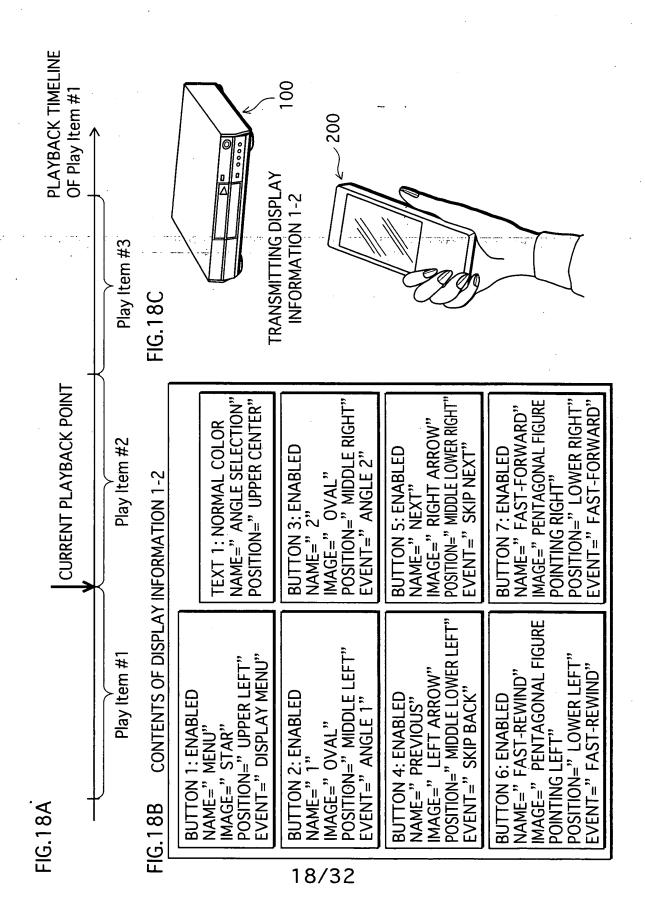
FIG.14

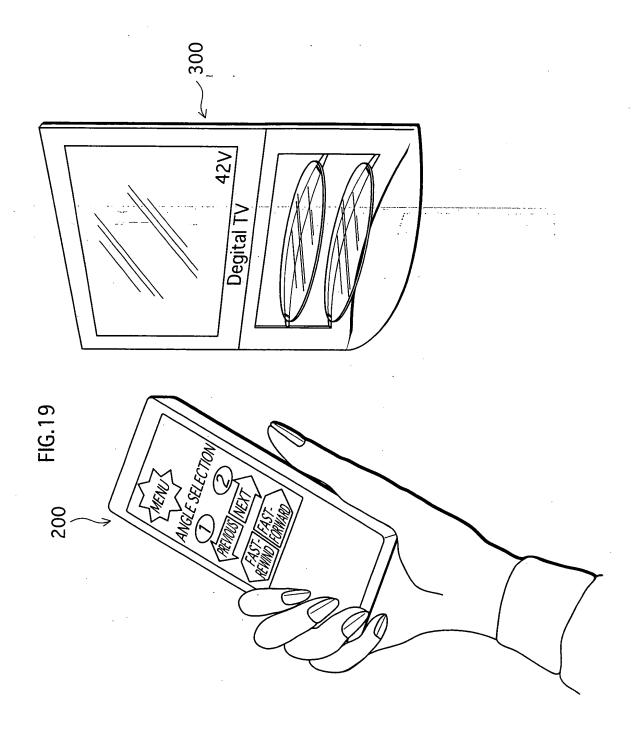


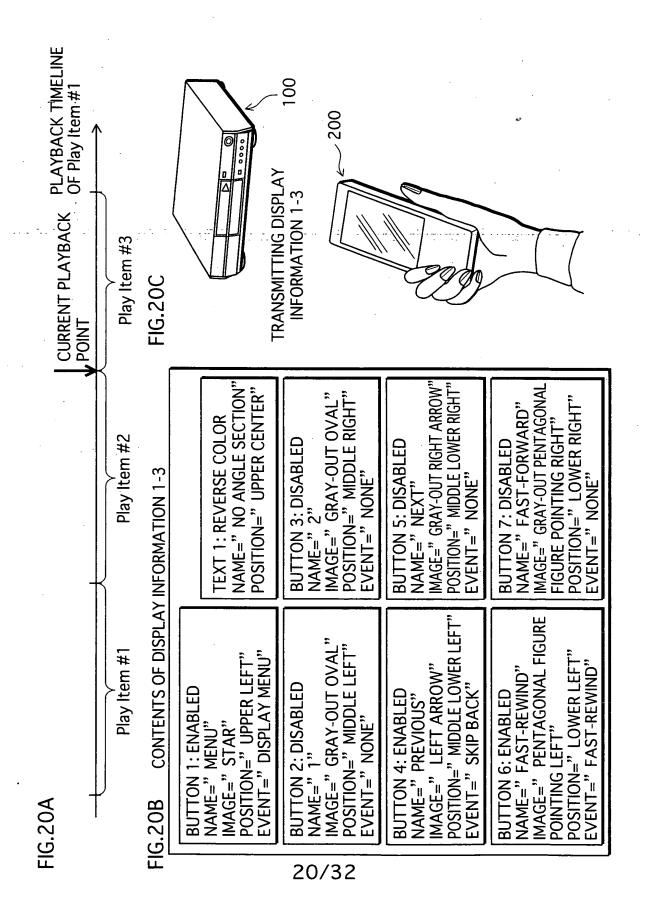
MENU CALL ANGLE CHANGE X SKIP NEXTX FAST-FORWARD X SKIP BACK © FAST-REWIND Play Item #3 MENU CALL © ANGLE CHANGE © FAST-FORWARD © FAST-REWIND © SKIP NEXT© SKIP BACK © Play Item #2 Play List #1 FAST-FORWARD © MENU CALL © ANGLE CHANGE X SKIP NEXT© FAST-REWINDX SKIP BACK X Play Item #1

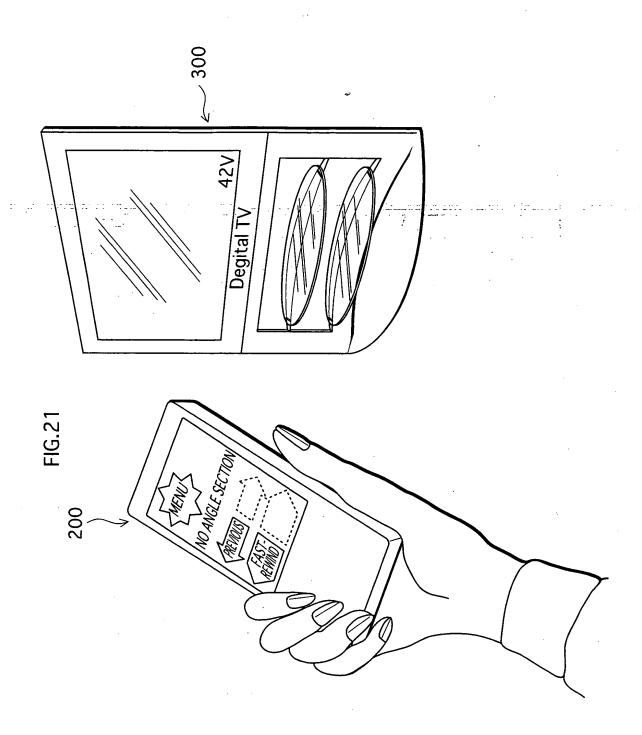












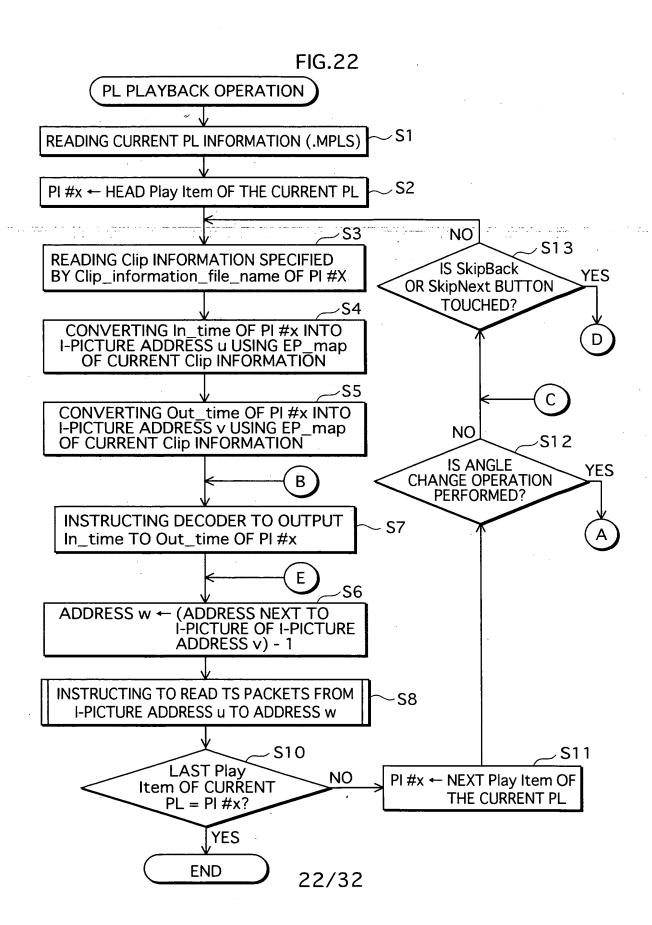
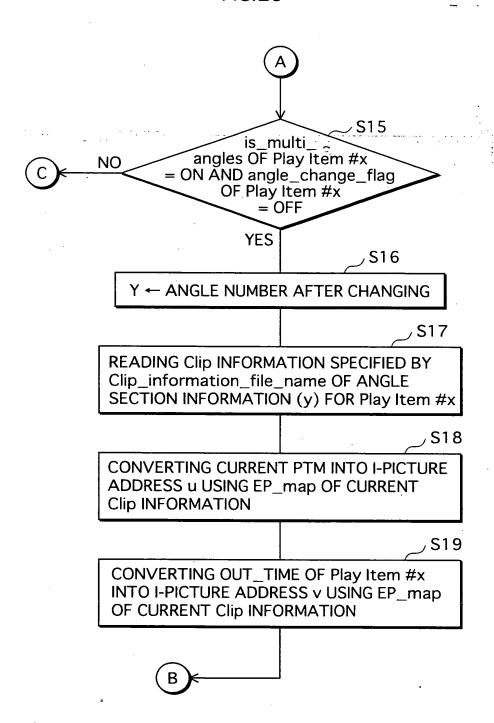
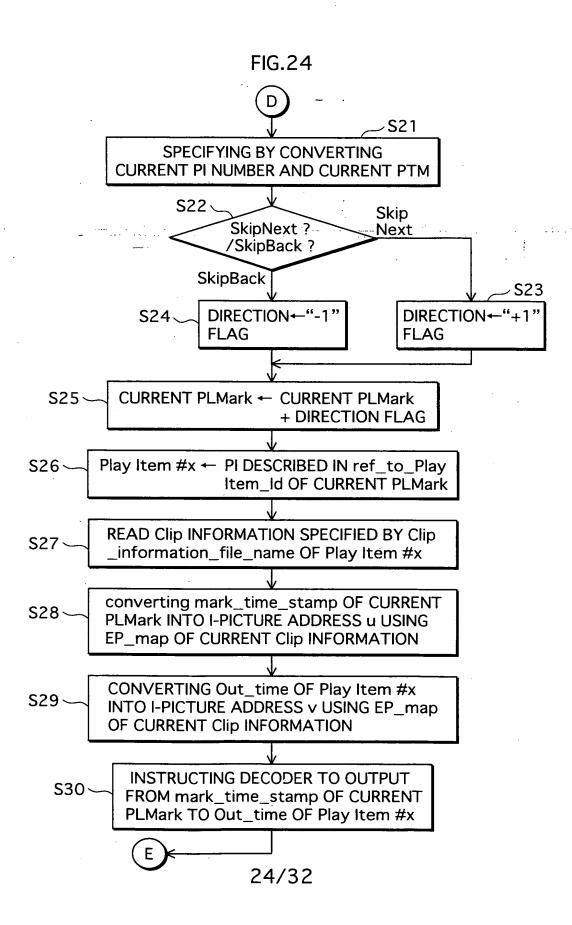
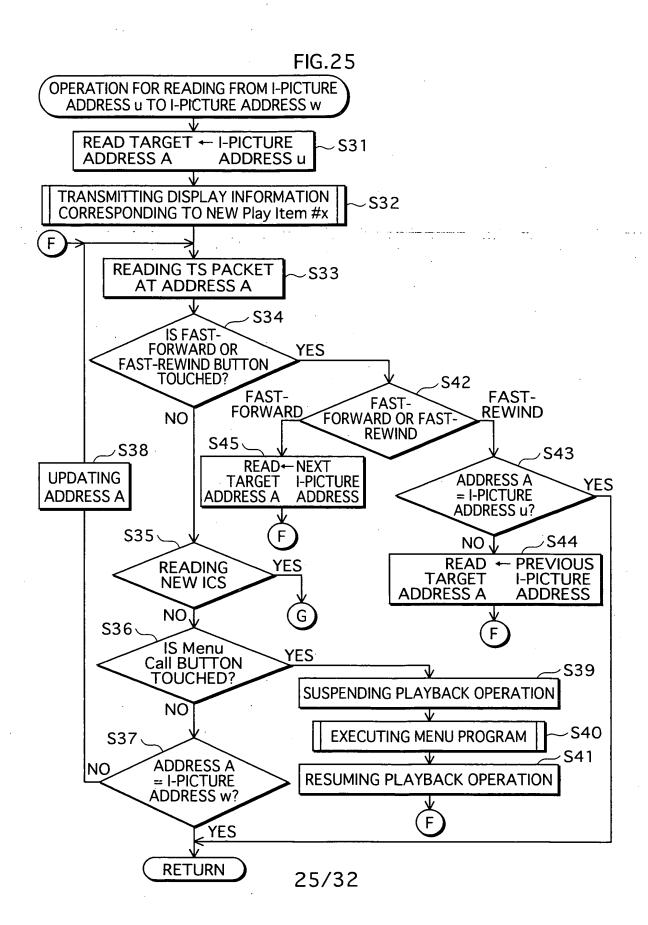
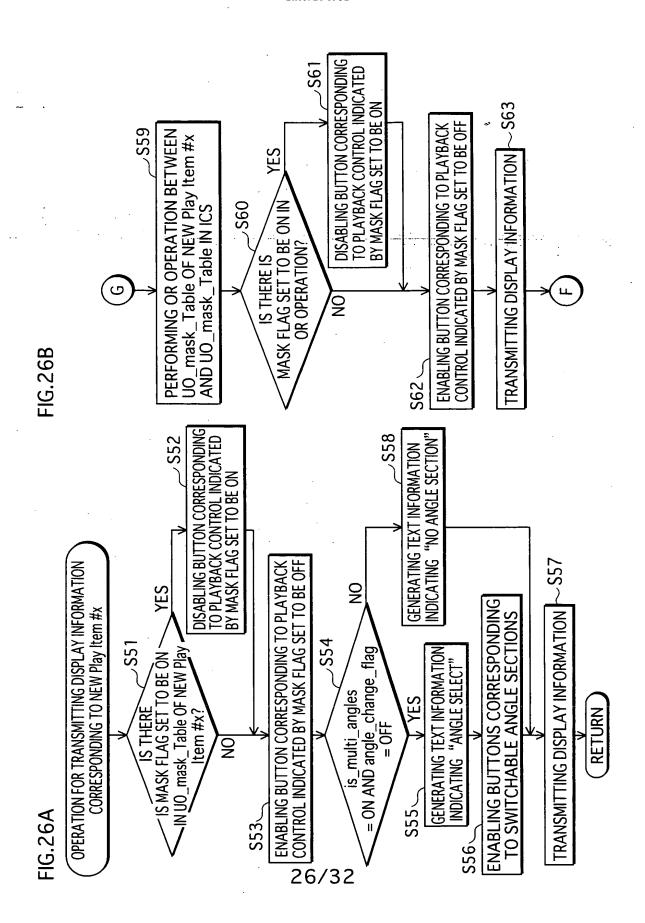


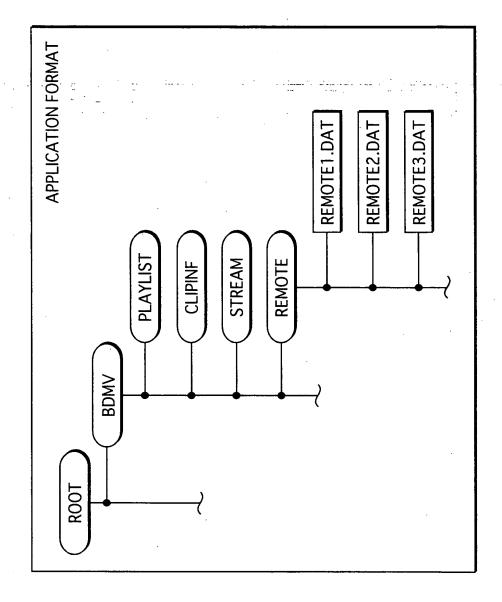
FIG.23











Remote 1.dat

EFFECTIVE SECTION=Play Item # 1

BUTTON 1: ENABLED NAME=" MENU" IMAGE=" STAR" POSITION=" UPPER LEFT" EVENT=" DISPLAY MENU"

TEXT 1: REVERSE COLOR NAME=" NO ANGLE SECTION" POSITION=" UPPER CENTER"

BUTTON 2: DISABLED NAME=" 1" IMAGE=" GRAY-OUT OVAL" POSITION=" MIDDLE LEFT" EVENT=" NONE" BUTTON 3: DISABLED NAME=" 2" IMAGE=" GRAY-OUT OVAL" POSITION=" MIDDLE RIGHT" EVENT=" NONE"

BUTTON 4: DISABLED NAME=" PREVIOUS" IMAGE=" GRAY-OUT LEFT ARROW" POSITION=" MIDDLE LOWER LEFT" EVENT=" NONE" BUTTON 5: ENABLED
NAME=" NEXT"
IMAGE=" RIGHT ARROW"
POSITION=" MIDDLE
LOWER RIGHT"
EVENT=" SKIP NEXT"

BUTTON 6: DISABLED
NAME=" FAST-REWIND"
IMAGE=" GRAY-OUT PENTAGONAL
FIGURE POINTING LEFT"
POSITION=" LOWER LEFT"
EVENT=" NONE"

Remote 2.dat

EFFECTIVE SECTION=Play Item#2

BUTTON 1: ENABLED NAME=" MENU" IMAGE=" STAR" POSITION=" UPPER LEFT" EVENT=" DISPLAY MENU"

TEXT 1: NORMAL COLOR NAME=" ANGLE SELECTION" POSITION=" UPPER CENTER"

BUTTON 2: ENABLED NAME=" 1" IMAGE=" OVAL" POSITION=" MIDDLE LEFT" EVENT=" ANGLE 1" BUTTON 3: ENABLED NAME=" 2" IMAGE=" OVAL" POSITION=" MIDDLE RIGHT" EVENT=" ANGLE 2"

BUTTON 4: ENABLED NAME=" PREVIOUS" IMAGE=" LEFT ARROW" POSITION=" MIDDLE LOWER LEFT" EVENT=" SKIP BACK" BUTTON 5: ENABLED
NAME=" NEXT"
IMAGE=" RIGHT ARROW"
POSITION=" MIDDLE
LOWER RIGHT"
EVENT=" SKIP NEXT"

BUTTON 6: ENABLED
NAME=" FAST-REWIND"
IMAGE=" PENTAGONAL
FIGURE POINTING LEFT"
POSITION=" LOWER LEFT"
EVENT=" FAST-REWIND"

Remote 3.dat

EFFECTIVE SECTION=Play Item # 3

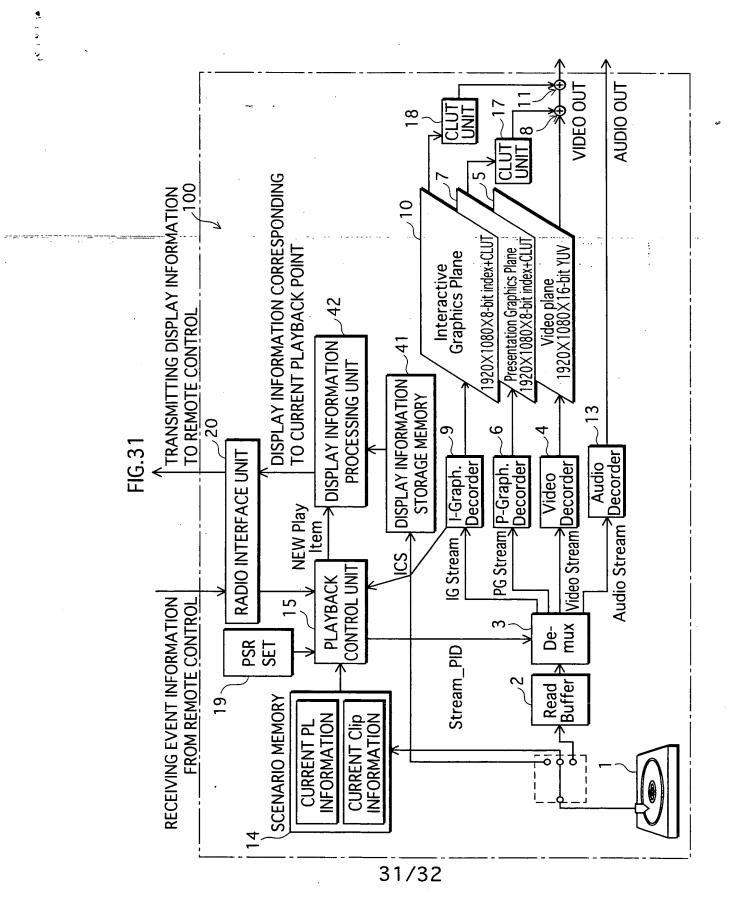
BUTTON 1: ENABLED NAME=" MENU" IMAGE=" STAR" POSITION=" UPPER LEFT" EVENT=" DISPLAY MENU"

TEXT 1: REVERSE COLOR NAME=" NO ANGLE SECTION" POSITION=" UPPER CENTER"

BUTTON 2: DISABLED NAME=" 1" IMAGE=" GRAY-OUT OVAL" POSITION=" MIDDLE LEFT" EVENT=" NONE" BUTTON 3: DISABLED NAME=" 2" IMAGE=" GRAY-OUT OVAL" POSITION=" MIDDLE RIGHT" EVENT=" NONE"

BUTTON 4: ENABLED NAME=" PREVIOUS" IMAGE=" LEFT ARROW" POSITION=" MIDDLE LOWER LEFT" EVENT=" SKIP BACK" BUTTON 5: DISABLED NAME=" NEXT" IMAGE=" GRAY-OUT RIGHT ARROW" POSITION=" MIDDLE LOWER RIGHT" EVENT=" NONE"

BUTTON 7: DISABLED
NAME=" FAST-FORWARD"
IMAGE=" GRAY-OUT PENTAGONAL
FIGURE POINTING RIGHT"
POSITION=" LOWER RIGHT"
EVENT=" NONE"



UO mask table

UU mask table
chapter_search_mask
time_search_mask
skip_next_mask
skip_back_mask
play_mask
stop_mask
pause_on_mask
pause_off_mask
still_off_mask
forward_play_mask
backward_play_mask
resume_mask
move_up_selected_button_mask
move_down_selected_button_mask
move_left_selected_button_mask
move_right_selected_button_mask
select_button_mask
acivate_and_activate_mask
select_and_activate_mask
audio_change_mask
PG_textST_change_mask
angle_change_mask
pupup_on_mask
pupup_off_mask
select_menu_language_mask

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